

Battle of Tarawa Atoll

Betio Island

(November 20th to the 23rd, 1943)

A Bolt Action Game Supplement



Marines resting on the beach at Betio Island.

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The Battle of Tarawa November 20-23, 1943

Bititu Island (Betio), Tarawa Atoll, Gilbert Islands



Betio was a small island located on the southwest corner of Tarawa Atoll

After the diversionary raid on Makin Island the Japanese Command became aware of the vulnerability of Betitu Island, and the strategic importance of it, and moved to reinforce and fortify it. Although Tarawa was located outside Japan's Absolute National Defense Sphere they sent Rear Admiral Tomanari Sichero, an experienced engineer, to begin to prepare the defenses. The 6th Yokosuka Special Naval Landing Force (Rikusentai) arrived as reinforcements with 1,112 men in February 1943. The 7th SNLF arrived later with 1,497 men. They were further reinforced with 14 Type 95 Ha-Go light tanks. They also had the assistance of 2,217 conscripted labor to build the five hundred log and concrete bunkers. Fourteen 8" coastal defense guns ringed the island and 40 artillery pieces were placed in reinforced firing pits. Breastworks made of logs, sandbags, and earthworks lined the beaches. There were offshore obstacles and mines that funneled invaders into killing zones.

Rear Admiral Keiji Shibazaki, an experienced combat officer from the campaigns in China, relieved Sichero on July 20, 1943 in anticipation of the coming combat. Shibazaki continued the defensive preparations right up to the day of the invasion. He encouraged his troops, saying "it would take one million men one hundred years" to conquer Tarawa. The American invasion force was the largest yet assembled for a single operation in the Pacific, consisting of 17 aircraft carriers (6 CVs, 5 CVLs, and 6 CVEs), 12 battleships, 8 heavy cruisers, 4 light cruisers, 66 destroyers, and 36 transport ships. On board the transports were the 2nd Marine Division, the 2nd, 6th, and 8th infantry regiments; the 10th Artillery Regiment, engineer, medical, service, and tank battalions; and a part of the Army's 27th Infantry Division for a total of about 35,000 troops. This was the first time that US Marines would make an opposed beach landing.

Special Rules

Shallow Water Rules:

Reef – is located up to 12" from the U.S. friendly edge and provides soft cover. It is rough ground for movement.

Landing – vehicles may overlap the beaches up to half their length, allowing transported units to disembark onto solid ground. Measure movement from the craft, not the ramps.

Movement – may be done by infantry or by units with the amphibious or waterborne rules. Shallow water is very rough ground and advancing infantry may not fire weapons.

Artillery – shallow water is impassible to artillery units; when disembarking they must reach solid ground or be destroyed.

Order Tests – must be passed by Infantry units for activation, even if they have no pins.

Cover – infantry in shallow water receives hard cover, and HE is halved.

Regrouping – infantry units receive an additional pin when leaving water.

Sink Holes – when a tank moves in Shallow Water roll a d6: on a result of '1' the tank falls into a sink-hole and is lost.

Sea Wall – is hard cover for adjacent troops on the seaward side; it is a barrier and a tank trap. When a tracked vehicle attempts to move over it roll a d6: on a 5+ the vehicle moves through; failures may try again next turn. Impassable for half-track and wheeled vehicles.

Dug-in Rules: (*EiF* p112) 2-3 man foxholes: 20 points/each; 3-4" barricade, sandbag, sangar, & trench sections: 20 points/each; 5-6" berm, redoubt, AT ditch sections: 40 points/each. These emplacements have the following features:

Cover – provide hard cover to defenders and half-cover against HE (as if a unit is Down). Double the benefits if the unit is actually Down.

Obstacle – emplacements are impassable for wheeled and half-tracked vehicles, and obstacles for infantry and tracked vehicles; they may act as tank traps (see below).

LOS – Sunken works (foxholes, trenches, and redoubts) and the troops inside do not block LOS. Built-up works (barricades, berms, and sandbags) are built above ground level so they do block LOS.

Hull Down – dug-in Vehicles count as having hard cover. When receiving an "Immobilized" damage result use the "Crew Stunned" result instead.

Hidden – dug-in units may use the Hidden rule; they count as Down vs HE.

Tank Assault – dug-in units automatically pass their morale check when charged by tanks; they hunker down (in foxholes & trenches) instead of moving aside. However, if a tank finishes its Assault move on top of dug-in models they are removed as casualties, and the unit must take the Morale Check for tank assault as normal.

Bunkers – palm log, metal, coral, and concrete pillboxes provide varying degrees of cover and protection to defenders.

Palm Log Pillboxes – 80 points each, shooting at defenders: cover -3, damage +1; shooting at bunker: destroyed on penetration of 9+ armor, or 10 HE hits.

Steel Pillboxes – 100 points each, shooting at defenders: provide cover -4, damage +1; shooting at bunker: destroyed on penetration of 10+ armor, or 10 HE hits.

Coral Pillboxes – 90 points each, shooting at defenders: cover -3, damage on +1; shooting at bunker: destroyed on penetration of 10+ armor, or 11 HE hits.

Concrete Bunkers – (*BE II* p127) 150 points each, shooting at defenders: provide cover -4, damage on +1; shooting at bunker: impenetrable to AT, destroyed by 12 HE hits.

U. S. Marine Special Rules

Fire and Maneuver – (US) due to American emphasis on maneuvering and firing, models with M1 Garand rifles and carbines do not suffer the -1 penalty to Advance and Fire. Keep in mind that weapons with the Assault rule also are not subject to this penalty.

Gyro-Stabilizers – veteran crews with this rule do not suffer a -1 penalty to hit when advancing.

Japanese Special Rules

Death Before Dishonor – every Japanese unit has the Fanatic special rule (MRB p70). In addition, infantry and artillery units automatically pass morale checks when assaulted by enemy tanks (note that artillery pieces are still destroyed as normal).

Banzai! – (AoJ p14) if a unit is ordered to charge the closest visible enemy, the Order Test is automatically passed. They must try make contact with the target unit. Once a unit is ordered to Banzai it must continue until death or victory against the target unit.

Japanese Infiltrators – (EiF p111) in conditions of limited visibility, a squad or team that is given an Ambush order forces the closest enemy unit within 12” to make an order test. If fail, the enemy unit counts as having muzzle flashes. If pass, no effect. If a ‘12’ is rolled the enemy unit loses one figure, if a ‘2’ is rolled the Japanese lose one figure.

Opposing Forces

The Japanese may be taken from **The Battle for Tarawa, 1943** Troop Selector on page 49 of the *Armies of Imperial Japan* book.

The US Marines use the **1942-43 – Guadalcanal** selector in the *Armies of the United States* on page 80; except that Sherman tanks are M4A2 models rather than M4s (easily catch fire).

Scenarios

A Meeting Engagement has equal forces, but in an Attacker/Defender scenario one player as an attacker, may have up to 30% more points, or, if the defender is Dug-in, defenses must be purchased with the player’s point allotment. Defending and Dug-in Platoons may have up to two of any type of Heavy Weapon.

Defensive Emplacement Costs – in Attacker-Defender scenarios defending players must pay for Defensive Emplacements out of their point allowance. If none are selected the attacker normally receives 30% more points. See Dug-in rules below.

AT Ditches: 5pts/inch

Barbed wire: 1pt/inch

Foxholes: 20pts/each

Sandbags: 15pts/3-4”

Trenches: (CNG p123) 25pts/6”

Weapon Pit: (CNG p123) 30pts/each

Log Pillboxes: (CNG p123) 30pts/each

Coral Pillboxes: 40pts/each

Steel Pillboxes: 50pts/each

Masonry Pillboxes: 60pts/each

Concrete Bunkers: 75 pts each

Minefields: 50pts/6”x6” section

Tunnel Network: 50pts/each

One free Dummy Bunker/Pillbox or Minefield.

Attrition Points: If the scenario allows for it; for each enemy unit destroyed the players receive:

0 points for a medic team, or suicide team

1 point for a weapon team or inexperienced rifle squad or softskin vehicle,

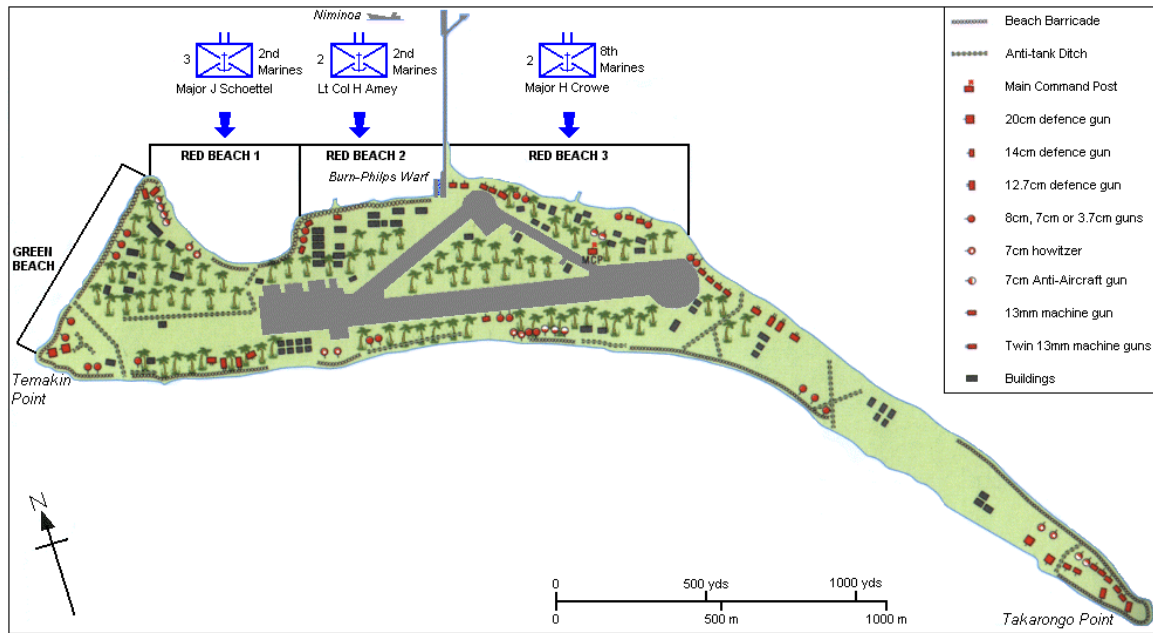
2 points for a command or FO team or regular rifle squad, or armored car,

3 points for a veteran rifle squad or a light tank.

4 points for a medium tank.

Scenario 1: The Landing, Red Beaches 1-3 November 20, (D-Day) 1943

After a gunnery duel between the ships of the fleet and a Japanese four-gun shore battery, the Navy shelled the island for three hours. During this time two mine sweepers with two destroyers as escort entered the lagoon north of the island. A guiding light from one of the mine sweepers led the invasion force into the lagoon where it waited for the completion of the bombardment. Three battalions of Marines were to land on three separate beaches: the 3/2 battalion on Red Beach 1, the 2/2 on Red Beach 2, and the 2/8 on Red Beach 3.



The Battle for Tarawa: The Marines Assault Betio, 20th November 1943 (D-Day)

Marine Battalions landed on three beaches on D-Day, November 20, 1943

The Marine landing craft began to advance at 09:00 but they soon found that the tide still had not risen high enough to allow the shallow draft Higgins boats to clear the reef that was 500 yards offshore. Marine Intelligence did not know about Betio's intermittent shallow 'neap' tide, which occurs twice a month. As a result, there was only three foot of clearance over the reef, not the five foot expected. The only vehicles that could cross the barrier were the tracked LVT "Alligators." These were unarmored vehicles and many were 'killed' during the advance. The LVTs that made it to the beach were unable to get over the log sea wall. Many of the LVTs went back to get the men trapped at the reef, but this was still an ineffective measure as they took a lot of casualties and there weren't enough of them to begin with. By the end of the day half of them would be knocked out.

After the bombardment had ceased, the Japanese came out of their bunkers to man their firing positions. They had not expected an invasion to come from the lagoon on the northern side. They thought it would come from the south or west. They realized their mistake and began to shift their troops to the northern beaches.

The LCM landing barges that carried tanks also got hung up on the reef. However, two Stuarts made it to Red Beach 3 but were damaged or destroyed very quickly. The commander of 3/2 Battalion ordered several LCMs at the reef to unload their tanks 1200 yards from the

shore. This was the first time that Sherman Tanks were used to support an amphibious landing. Six M4A2 tanks of the 1 Platoon Co C of the IMAC were unloaded onto the reef where they moved into the lagoon beyond. They were guided by men on foot but half of the Shermans sank into sink holes or were taken out by Japanese artillery fire. Only four Sherman tanks made it to Red 1, the "Chicago," the "Colorado," an unnamed tank, and the "China Gal." They managed to assist the infantry to move about 300 yards inland, but the "Chicago" became stuck in a tank trap, another was destroyed by a magnetic mine, and the "China Gal" had its turret disabled by a shell from an enemy Type 95 Ha-Go Tank. To stay in the fight, the "China Gal" rammed the Ha-Go, rendering it out of action. After that it became a moveable machine gun pillbox. Meanwhile, to put out a fire the "Colorado" drove back into the sea to quench it. Then it returned to the battle.

Four Sherman tanks of the 3rd platoon were also landed on the right flank of Red 3 about midday (near Red 2). By noon the Marines had taken the Japanese first line of defenses. They also made a little more progress in the afternoon, but not much. Progress was better on Red 3. The four tanks there helped the infantry to push halfway across the island, almost to the airfield by dusk. However, by that time, only one tank remained in action. The commander of the US landing force, Colonel David Shoup, came ashore and cleared the pier area of snipers and machine guns despite being wounded in the shoulder. He took charge of the landing forces and directed the units at Red 2, setting up his HQ there. He worked tirelessly for two days, always pushing forward. He was awarded the Medal of Honor for his contributions.

Because of his destroyed communications lines commander Keiji Shibazaki and his staff left the command post on the west end of the airfield and it became a medical center. The commander ordered two Type 95 Ha-Go tanks to assist the move to the south. But a naval artillery shell landed in their midst and he and most of his staff were killed. The localized units were now on their own. They kept up defensive fire but did not counterattack. The Marines were able to land a battery of 75mm Howitzers, assemble them, and install them for readiness for the next day, but most of the second assault wave were stranded in their Higgins boats and spent the night in the lagoon. By the end of the day the Marines had suffered 1,500 casualties and 5,000 Marines were ashore.

Opposing Forces

The Japanese may have up to two each of each heavy weapon type, and up to two Type 95 Ha-Go Tanks. No outflanking.

The Marines may have one M4A2 Sherman Tank (easily catches fire) and up to two M3A1 Stuart tanks or LVT-1s/LVT-2s. Any Forward Observer team must be an air FO team. No outflanking.

Setup

The 6x4 board is oriented the short way with players fighting across the short side. A 10" strip on the Japanese side represents the island and another 6" strip represents the beach. Between the beach and the land there is a seawall. Another 12" strip along the opposite side represents the reef. The remainder of the board is Shallow Water. The invasion didn't start until 0900 so this is a daytime scenario.

Special Rules

Terrain Special Rules

Shallow Water Rules – p2, Dug-in Rules – p2, Bunkers – p2.

U.S. Marine Special Rules

Fire and Maneuver – p3, Gyro-Stabilizers – p3.

Imperial Japanese Special Rules

Death Before Dishonor – p3.

Objectives

The Marines must secure the beach for reinforcements. As long as the Japanese can prevent this they hold the island.

First Turn

The Japanese set up on the island and the US Marines are placed on the reef. The pre-invasion bombardment was largely ineffective so there is no preparatory bombardment.

Game Duration

The conflict will last six game turns.

Victory

Players are awarded attrition points for destruction of enemy units and emplacements. The player that scores 2 points more than the opponent wins; otherwise the game is a draw.



View along the North Beach showing the seawall and a pillbox.

Scenario 2: Green Beach November 21 (D+1), 1943

The strategy of the second day was for the 3/2 and 2/2 battalions on Red 1 and Red 2 respectively to push inland and expand the bulge created by the 2/8 battalion on Red 3. They hoped to divide the Japanese into two sections and reach the south shore. The 3/2 was ordered to clear Green beach for the landing of reinforcements. They met with heavy resistance and had to call in Naval artillery to take out gun emplacements and machine gun nests. Once this was done the 3/2 was able to secure the area with relatively few losses. The advances of the 2/2 and 2/8 were much more difficult. The Japanese had set up a new line of machine gun emplacements which effectively kept the 2/2 and 2/8 from joining up. By noon, the Marines had forwarded their own heavy machine guns which knocked out the Japanese posts. A short time later, they were able to cross the airstrip and occupy defensive works on the south side of the island that had been abandoned.

At about 12:30 the landing force was informed that some Japanese were moving from the eastern end of Betio, and making their way across the sand bars to the small islet of Bairiki. Portions of the 6th Regiment reinforcements were sent to Bairiki to cut them off. At 16:55 they began their landing. But they met with machine gun fire and called in air support to try to locate the source. They landed without further resistance and found that it was only a single pillbox with 12 machine guns. A small tank of gasoline in the pillbox was hit by strafing and the entire group of defenders were burned. Later in the day other units of the 6th Regiment were landed unopposed at Green Beach. By this time, the entire western end of the island was in Marine control, but there was a 500 yard gap between the forces of the Red 1/Green sector and Red 2, and another gap between Red 2/Red 3.

Six M3A1 "Stuart" tanks of the Second Tank Battalion were landed also but one was lost to a magnetic mine. Unfortunately the tankers found that their 37mm guns were ineffective versus pillboxes so they drove right up to the bunkers and fired HE rounds directly into the gun slits.

Opposing Forces

The Japanese may have up to two of each type of artillery or other heavy weapons in the bunkers, and up to two Ha-Go Tanks. The Japanese player must purchase defenses from his point allotment.

The Marines may have one M4A2 Sherman Tank (easily catches fire) and two M3A1 Stuarts. The Forward Observer team may be either an air or artillery team.

Setup

The 6'x4' board is oriented the short way with both sides setting up within 12" of their long side. The terrain consists of blasted sand and debris, and a little vegetation, giving soft cover; visibility is unlimited, and movement is unimpeded. It would seem that the Americans were attacking the pillboxes from the side or rear but since it was enough of an obstacle to call in artillery, just setup the pillboxes facing the Marines. This is a daytime scenario.

Special Rules

Terrain Special Rules

Dug-in Rules – p2, Bunkers – p2.

U.S. Marine Special Rules

Fire and Maneuver – p3, Gyro-Stabilizers – p3.

Imperial Japanese Special Rules

Death Before Dishonor – p3.

Objectives

The Americans must move forward in order to land reinforcements; the Japanese must attempt to hold them in their precarious positions.

The First Turn

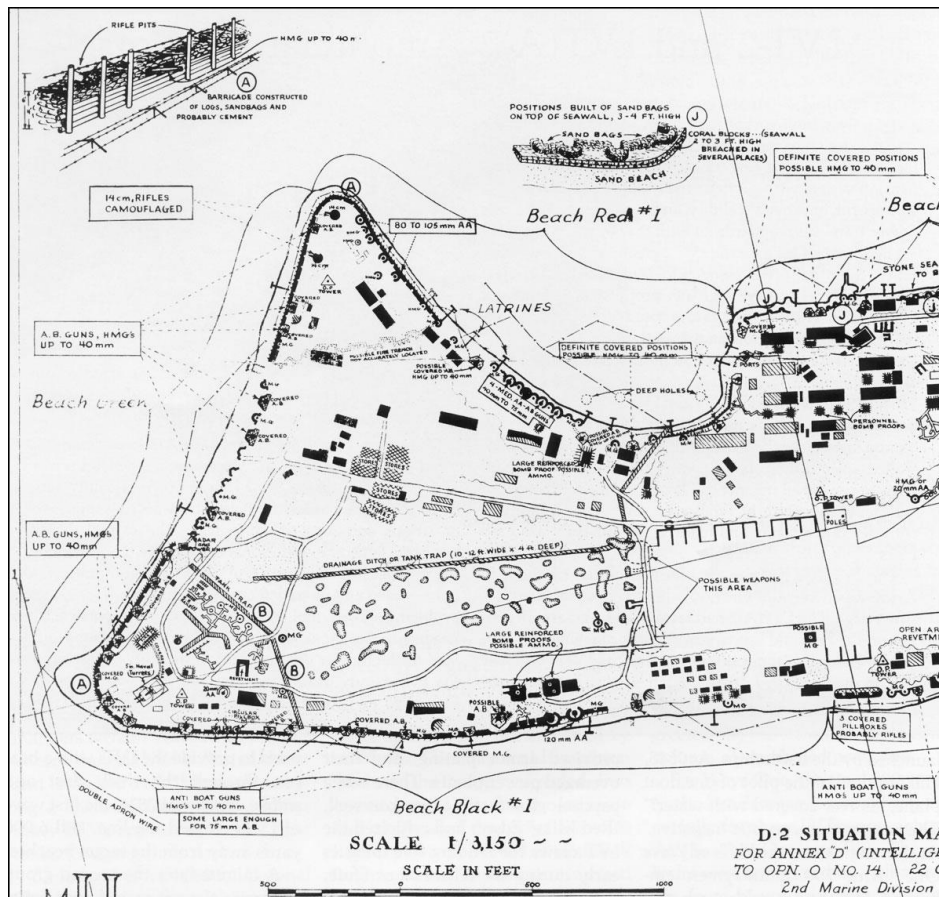
Before starting, the Americans execute a preparatory bombardment.

Game Duration

The conflict will last six game turns.

Victory Conditions

Players are awarded attrition points for destruction of enemy units and emplacements. The player that scores 2 points more than the opponent wins; otherwise the game is a draw.



*This map shows Green Beach on the left (west), Red Beach 1 at top (north),
And Black Beach 1 at the bottom (south).*

Scenario 3: Linkup with Red 2 November 22 (D+2) 1943

Day 3 consisted of consolidating lines and moving reinforcements and supplies ashore. Red 1 made a little progress towards joining up with Red 2 but took casualties doing it. The remaining battalion of the 6th Regiment was landed at Green Beach. By afternoon the 1/6 was able to begin offensive operations. They moved east and cleared the southern area of the island all the way to linking up with the 2/8 on Red 3. By evening the defenders were pushed east or remained in several isolated pockets in Red 1 and Red 2 areas. During the night Japanese defenders were sent in small units to infiltrate the Marine lines in preparation of an assault. However, the attempt to assemble troops was broken up by artillery fire and the Japanese were unable to make the assault. But another try at 23:00 met with some success. Two more armored platoons (12 more Stuarts) were landed.

Opposing Forces

The Japanese may have up to two of each type of artillery or other heavy weapons and up to two Ha-Go Tanks and may include an artillery FO. The Japanese player must purchase defenses from his point allotment.

The Marines may have up to one M4A2 Sherman Tank (easily catches fire) and one M3A1 Stuart. They may have a Forward Observer team (one artillery of air strike).

Setup

The 6'x4' board is oriented the short way. The Marines must setup within 12" of their short side and the Japanese within 24" of their short side. Before starting, there is a preparatory bombardment. This is a Longest Day scenario.

Special Rules

Terrain Special Rules

Bunkers – p2, Dug-in Rules – p2, Longest Day – (BA II p220), Reduced Visibility – (BAII p220).

U.S. Marine Special Rules

Fire and Maneuver – p3, Gyro-Stabilizers – p3.

Imperial Japanese Special Rules

Banzai! – p3, Death Before Dishonor – p3, Japanese Infiltrators – p3.

Objectives

The Marines of 1/6 Battalion have landed and just begun offensive operations. Their Objective is to capture this sector (the board) in order to link up with the 2/8 Battalion on Red 3.

Game Duration

The conflict will last six game turns.

Victory Conditions

Players are awarded attrition points for destruction of enemy units and emplacements. The player that scores 2 points more than the opponent wins; otherwise the game is a draw.



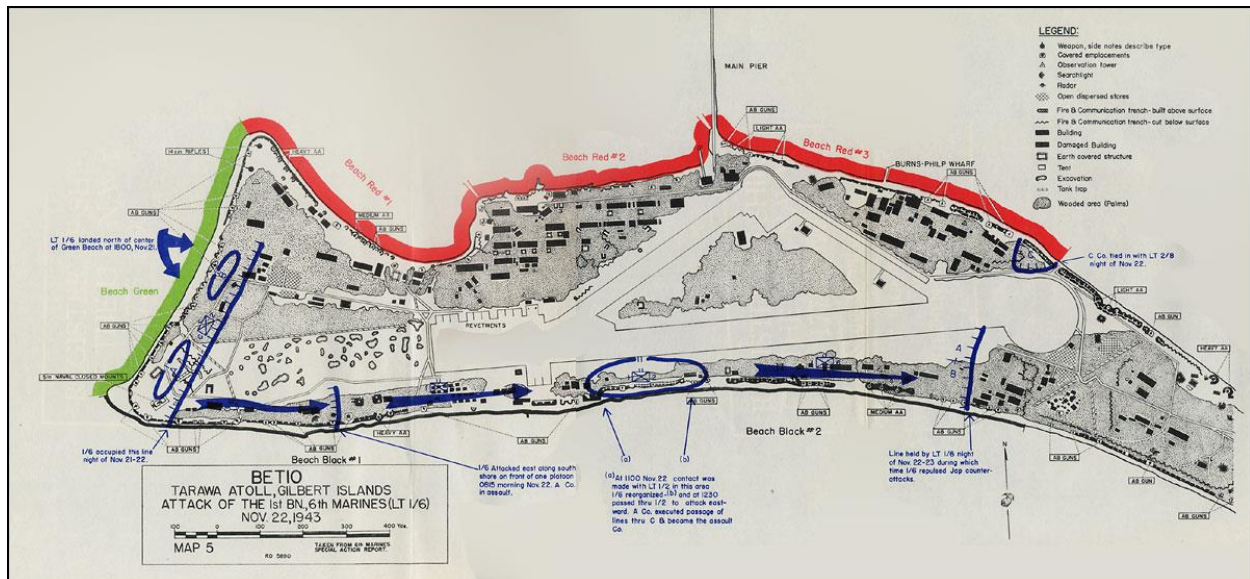
Admiral Shibazaki's command bunker with a destroyed Type 95 Ha-Go tank.



Another Japanese Type 95 Ha-Go Tank on Tarawa.

Scenario 4: Banzai! November 23 (D+3), 1943

At this time there were still an estimated 1000 Japanese defenders surviving on the island. At 0400 Major Jones' 1/6th Marines, A and B Companies, received a Banzai charge of about 300 Japanese troops. The Marines were supported by the 75mm howitzers of the 1st Battalion, 10th Marines, and by the guns of the USS Schroeder and the USS Sigsbee. Sometimes the artillery fire was called to within 75 meters of their front lines. When the attack was over, about an hour later, there were 200 dead Japanese soldiers in the Marine front lines and another 125 dead beyond. The 1/6 was pulled off the line after taking casualties of 45 killed and 128 wounded, leaving Lt. Col. McLeod's 3/6 battalion to continue the fight.



Map showing the advance of the 1st Battalion 6th Regiment along the southern shore on D+3.

Opposing Forces

The Japanese may have a command team and all rifle squads and light mortars, no other heavy weapons, tanks, or FO support.

The Americans are dug-in; they must purchase foxhole and sandbag emplacements from their point allotment. They may have one M3A1 Stuart tank. They also may have an artillery Forward Observer team (two barrages).

Both sides may select up to 1200 points.

Setup

The 6'x4' board is oriented the short way. The terrain consists of very light vegetation, craters, and debris giving soft cover; this scenario takes place at night, use the Reduced Visibility rules. Each side may setup within 12" of their table edge. They Americans may purchase foxholes, sandbags, or trenches. This is a night scenario.

Special Rules

Terrain Special Rules

Bunkers – p2, Dug-in Rules – p2, Reduced Visibility – (BAII p220).

U.S. Marine Special Rules

Fire and Maneuver – p3, Gyro-Stabilizers – p3.

Imperial Japanese Special Rules

Banzai! – p3, Death Before Dishonor – p3.

Objectives

The Japanese are attempting to break up the American positions while the Americans must hold their ground.

First Turn

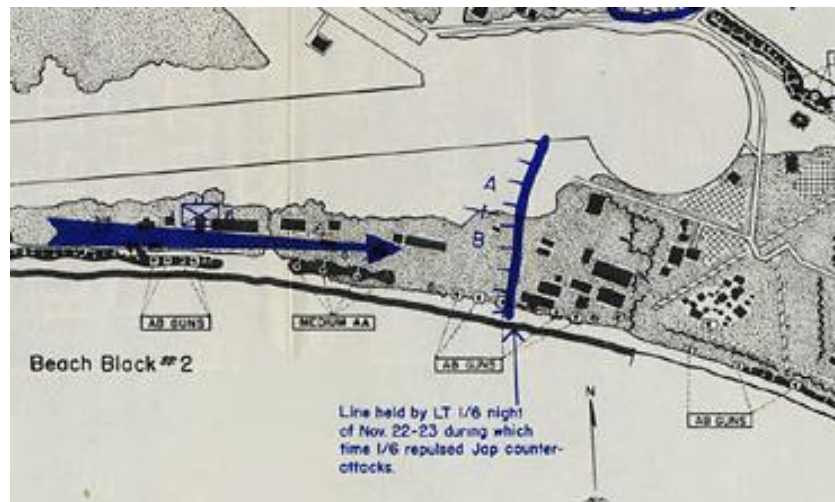
The game starts as normal.

Game Duration

The conflict will last six game turns.

Victory Conditions

Players are awarded attrition points for destruction of enemy units and emplacements. The player that scores 2 points more than the opponent wins; otherwise the game is a draw.



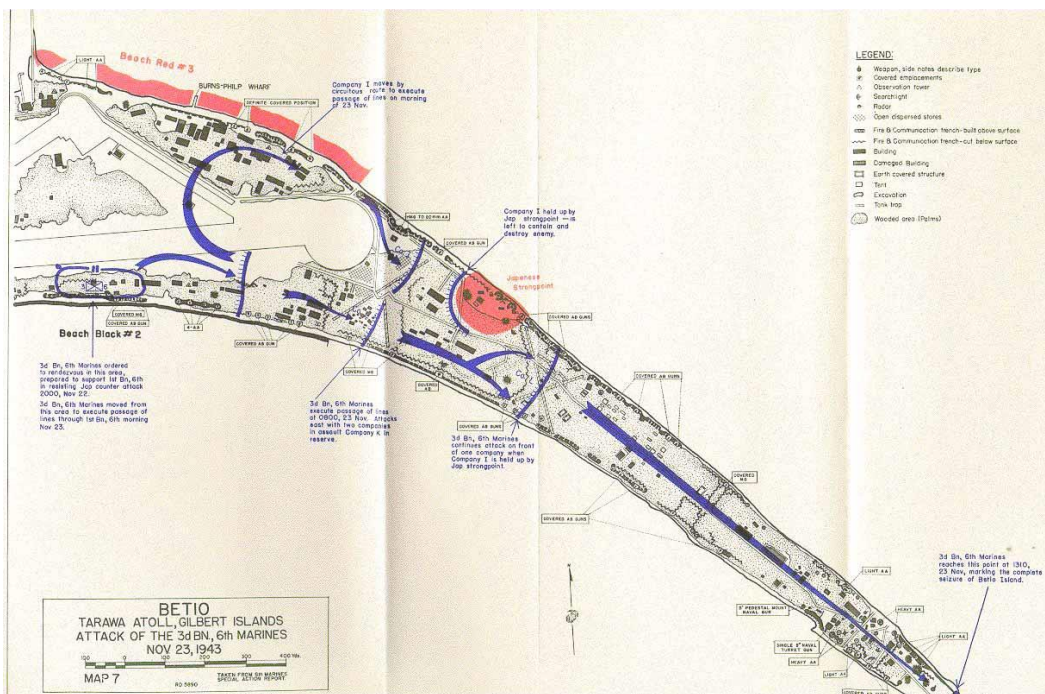
Line held by companies A & B during the night of November 22-23.
From this location they repelled a Japanese counterattack.

Scenario 5: Counterattack November 23 (D+3), 1943, Continued

At 0800 the 3/6 battalion under the command of Lt. Col. McLeod attacked. The Americans were formed up with I and L Companies in the front line and K Company in reserve. Company I had moved to the northern part of Betio preparatory to the advance (left flank). They advanced quickly along the eastern tip of Betio as the few defenders left tried to stop them. The companies were supported by two Sherman tanks, one named "Colorado" and the other called "China Gal". Behind them came 5 light Stuart tanks and engineers.

After advancing 350 yards I Company hit serious resistance, a series of connected bunkers in their front. They stopped to reduce the bunkers with the help of the Colorado and a detachment of engineers with charges and flamethrowers. Finally, the Japanese defenders retreated down a narrow defile. The Commander of the Colorado fired down the line of retreating men with astounding results. That single shot killed from 50 to 75 men, mangling the bodies so badly that it was impossible to count them.

Meanwhile L Company was ordered to continue to advance. They moved past the pocket and spread their men out in a thin skirmish line in a 200 yard front across the entire island. Then they moved out. They continued to advance eastward, sweeping along the length of Betio, bypassing pockets of resistance for the tanks, engineers, and air support to reduce. This scenario reflects I Company's efforts to clean out a pocket of resistance.



Map showing the final push on November 23, on the eastern part of Betio Island
Company I's pocket of resistance is the red semi-circle area in the center.

Opposing Forces

The US Marines may have an M4 Sherman Tank and the Japanese may have artillery and heavy weapons in the bunkers.

Setup

The 6'x4' board is oriented the short way. The terrain consists of very light jungle, craters, and debris giving soft cover. The Marines are advancing and the Japanese are dug-in with concrete or palm bunkers connected by trenches. They must pay for their defenses out of their point allotment. Both sides set up within 12" of the board edge. This is a day time assault.

Special Rules

Terrain Special Rules

Bunkers – p2, Dawn Assault – BA II p220, Dug-in Rules – p2, Reduced Visibility – (BAII p220).

U.S. Marine Special Rules

Fire and Maneuver – p3, Gyro-Stabilizers – p3.

Imperial Japanese Special Rules

Banzai! – p3, Death Before Dishonor – p3, Japanese Infiltrators – p3.

Objectives

The American goal is to clear out the Japanese defensive pocket while the Japanese intention is to hold their line.

First Turn

Play proceeds as normal after setup.

Game Duration

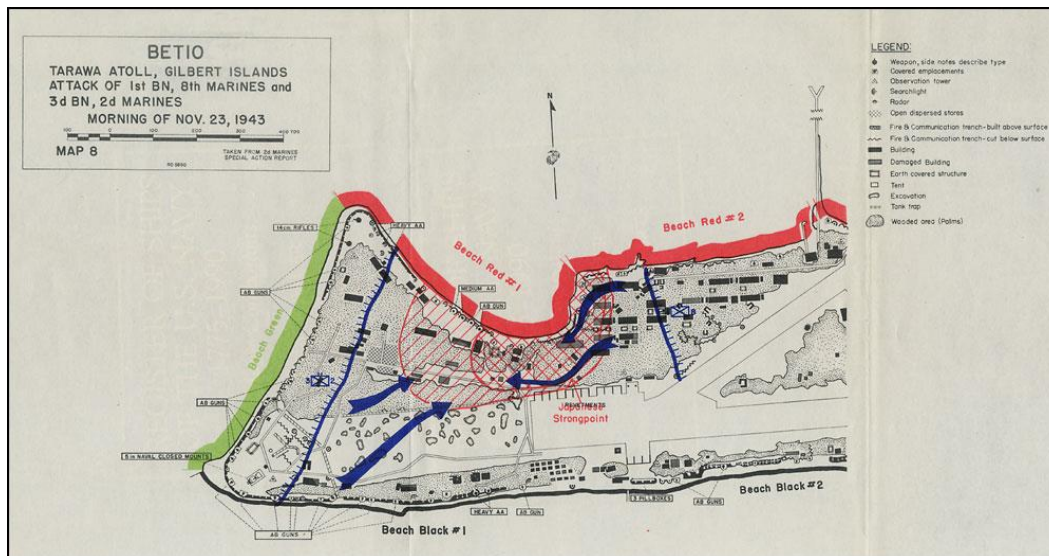
The conflict will last six game turns.

Victory Conditions

Players are awarded attrition points for destruction of enemy units and emplacements. The player that scores 2 points more than the opponent wins; otherwise the game is a draw.

Scenario 6 – Encirclement November 23 (D+3), 1943

A pocket of resistance still existed between Red 1 Beach and Red 2. It had been there since D-Day, and until now, it had been impossible to assault it. Major Schoettel's 3/2 battalion advanced from Red Beach 1, from the west and Major Hay's 1/8 Battalion advanced from the east, from their positions at Red 2. They were supported by two pack howitzers from the lagoon. Meanwhile, Major Hewitt Adams took a platoon around the Japanese pocket to encircle them. They were completely surrounded; the pocket was annihilated by noon. There was no accurate count of the enemy dead. L Company 3/6 reached Takarongo Point at the end of the island at about 1300. Third Battalion, 6th Marine Regiment had killed approximately 475 Japanese that day, losing only 9 killed and 25 wounded. By the time the island was declared secure at 1330, there were only an estimated 50-100 defenders left on the island.



Encirclement of the Japanese pocket on D+3.

Opposing Forces

Each side may choose 1200 points. The Marines may have an Artillery Forward Observer and one M4 Sherman Tank. The Japanese may have artillery and heavy weapons in the bunkers. They do not have tanks.

Setup

The 6'x4' board is oriented the long way. The terrain consists of very light jungle and debris giving soft cover; visibility is unlimited, and movement is unimpeded. They must pay for their defenses out of their point allotment. This is a daytime battle.

Special Rules

Terrain Special Rules

Bunkers – p2, Dug-in Rules – p2, Reduced Visibility – (BAII p220).

U.S. Marine Special Rules

Fire and Maneuver – p3, Gyro-Stabilizers – p3.

Imperial Japanese Special Rules

Banzai! – p3, Death Before Dishonor – p3, Japanese Infiltrators – p3.

Objectives

The Americans have surrounded a pocket of Japanese resistance and must eliminate it. The Japanese are trying to survive or die gloriously.

First Turn

The Marines are advancing from the two short ends of the board and the Japanese are dug-in at the center of the board, in a section about 24x24". Both Marine forces set up within 12" of the board edge, representing the Marine 3/2 and 1/8 Battalions.

Game Duration

The conflict will last six game turns.

Victory Conditions

Players are awarded attrition points for destruction of enemy units and emplacements. The player that scores 2 points more than the opponent wins; otherwise the game is a draw.



Photo showing a Japanese Ha-go tank dug into a defensive pit.



Want to join up?

Sources:

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